TEXTUAL FORMAT FOR ANIMATION IN MULTIMEDIA SYSTEMS

ABSTRACT OF THE DISCLOSURE

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An apparatus and method of processing an animation. An animation path is identified and segmented into at least one section. For each section of the animation path a non-linear parametric representation is determined to represent each section of the animation path. The non-linear representation is represented, or coded, in a virtual reality scene descriptive language.

10 The scene descriptive language, containing the non-linear representation may be processed by receiving an initial scene description. Then specifying changes in the scene from the initial scene. Interpolating scenes between the initial value, and the changes from the initial value, by a non-linear interpolation process. The non-linear interpolation process may be performed by a non-linear interpolator in the scene descriptive language. Scenes may also be deformed by

15 defining a sub-scene, of the scene, in a child node of the scene descriptive language. After the sub-scene has been defined control points within the sub-scene are moved to a desired location. The sub-scene is then deformed in accordance with the movement of the control points of the sub-scene.

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